

[illegible]**Datascop**®

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# Bismarck™

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## Specifications

|                      |  |
|----------------------|--|
| <b>Commissioned:</b> | 24 August 1940   |
| <b>Built:</b>        | Blohm Und Voss, Hamburg  |
| <b>Displacement:</b> | 41,700 tons  |
| <b>Engine HP:</b>    | 138,000  |
| <b>Top Speed:</b>    | 30 knots   |
| <b>Armour:</b>       | hull—12.6", turrets—14", decks—8"  |
| <b>Radar:</b>        | 90cm wavelength "radiotelemeter" for accurate range calculating                            |
| <b>Armament:</b>     | eight 15" guns, twelve 5.9" guns, sixteen 4.1 Anti-Aircraft, and sixteen 3.7 Anti-Aircraft |
| <b>Sunk:</b>         | 27 May 1941 at 1036 hrs.   |

## Objective

There are two ways to play BISMARCK: one, from the British point of view, hunting down the Bismarck and her sister ship, the Prinz Eugen, through the North Atlantic; or, two, from the German point of view, raiding Allied shipping and engaging the British in sea battles.

## The Elements of Battle

Remember, this is WAR! You are either hunting or being hunted by a well-armed and formidable enemy.

Be cautious. Some of the intelligence you receive is incomplete or incorrect. Be prepared. Some of the actions you take may not be sufficient to the task. And be on guard. One blunder could give your enemy a deadly advantage.

There are always variables during each combat encounter. Plus, we haven't even mentioned: inclement weather, mine fields, ice floes, and other sea-going uncertainties.

## 64/128 Ocean-Going Supplies:

- |                              |                        |
|------------------------------|------------------------|
| • Commodore 64/128™ computer | • 1541/1571 disk drive |
| • TV or video monitor        | • Joystick             |
| • Blank, formatted disk      | • BISMARCK game disk   |

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## Making the C64/128 Seaworthy

1. Turn off computer, disconnect all cartridges and peripherals, and connect the Joystick to Port Two.
2. Turn on the power to your TV or monitor, disk drive, and computer.
3. Insert BISMARCK game disk into the drive and close the door (if you want to use a Save Game disk, format a blank disk *before* loading the game).
4. When *READY* appears on the screen, type **LOAD\*\* ,8,1** and press RETURN

## Select Options Screen

There are three selections when the game first loads:

- OK
- SIDE: British, German
- STANDARD GAME

Each selection (except "OK") has options. Use the Joystick to move to a selection, then press the Fire Button to choose an option. **Example:** Press the Fire Button on SIDE BRITISH and it changes to SIDE GERMAN.

STANDARD GAME is the selection to choose if you want to play a full-scale game with all the features available in *Bismarck*. If you want to play only certain action sequences to hone your battle skills (or load a previously-saved game), move the Joystick to STANDARD GAME and press the Fire Button to choose one of these options:

- Bismarck & Prinz Eugen vs. Hood & Prince of Wales
- Bismarck vs. Rodney & King George V
- Swordfish attack on Bismarck
- Cruisers attack Bismarck
- Bismarck attack on convoy
- Load previous game

Once you've made all your selections from this screen, move the Joystick to OK and press the Fire Button to get the *Game Options Screen*.

## Game Options Screen

This screen lets you set the game to suit your abilities.

- SPEED: Fast, Medium, Slow
- LEVEL: Easy, Medium, Hard
- START GAME

Use the Joystick to move to the selection you wish to change, then press the Fire Button. After selecting the SPEED and LEVEL of play, press the Fire Button on START GAME.

## Map-Screen Options

After you press START GAME, you see a Map Screen (the Map *only* appears when you're playing a STANDARD GAME). Move the Joystick to the Compass (upper left-hand corner of the Map) and a screen appears with these choices:

- SAVE GAME
- LOAD GAME
- QUIT GAME
- CONTINUE GAME

Move the Joystick to the selection you desire and press the Fire Button.

If you're saving a game, remove the game disk from the drive and insert a blank, formatted disk *before* selecting SAVE GAME. If you're loading a previously-saved game, make sure the disk the game is saved on is in the drive *before* selecting LOAD GAME.

QUIT GAME stops the game in progress and takes you back to the *Select Options Screen*. CONTINUE GAME takes you back to the Map and the game in progress.

## The COM BOX & Naval Units

The moveable white square on the Map is the COM BOX; this is moved with the Joystick to any icon. Icons represent Naval Units, comprised of one or more ships (icons are shown in the illustration under *Map Screen*).

Once the COM BOX is placed over a Unit, you receive an Intelligence report on that Unit in the Information Panel (appearing at the top left of the Map). This report shows the following: Unit or Flagship's name, number & type of ships in the Unit, remaining fuel (in game hours), and the Unit's speed.

If a British Unit is White, the player controls it; if it's Blue, he doesn't (the Admiralty, better known as the computer, is in charge). German Units are Yellow and aren't always visible on your Map (unless you're playing the German side, in which case the British Units aren't always visible).

## Map Screen (Description & Controls)

The Game Map is approximately 2280 by 1380 nautical miles. The Map's sea colour changes from light (DAY) to dark (NIGHT). It gets light at 0400 hrs and dark at 2000 hrs.

There's a 24-hour clock in the lower, right-hand corner of the Map that shows the hour and the date. Time is shown in 1-hour increments (a game hour equals about 5 seconds of real time). The game's time limit is from 0400 hours on 22 May 1941 to 2400 hours on 27 May 1941.

You can PAUSE the game time by moving the Joystick to the game clock and pressing the Fire Button. Resume play by pressing the Fire Button on the game clock again.

The Map has a number of pictures (icons) that represent various elements in the game:



Bismarck



Battleship



Carrier



Cruiser



Light Cruiser



Convoy



Air Base



Port



Admiralty



Mines



Meteorological  
Office



Pack Ice

#### **Bismarck**

This symbol shows you where the Bismarck is lurking.

#### **Battleship, Carrier, Cruiser, Light Cruiser, Convoy**

These icons help you distinguish which types of ships are where.

#### **Air Base**

Move the COM BOX to the Air Base icon and press the Fire Button to do an air search for enemy ships. A section of the Map turns red, showing you the area where the search is happening. The information you get from an air search changes every game hour. If you're playing the German side, the air search is only along the coastline.

#### **Port**

The Yellow Anchors denote German Ports; the White Anchors denote British.

#### **Admiralty (Admiralitat)**

This is your Command center. When the flag flashes, it means you're receiving an intelligence report. Move the COM BOX to the Admiralty flag and press the Fire Button. Watch the Map carefully, as the information presented only appears briefly.

#### **Mines**

If you get too close to the Minefield (located in the Denmark Straits), you may receive damage (up to 60%!). If you actually touch a mine, you'll become shark food.

#### **Meteorological Office**

Weather is all important when you need to know if your ship can be hidden by a storm or if the skies are clear enough for an air strike! For example, rain or snow over an Air Base will keep planes grounded. Bad weather can also prevent ships from being spotted if the seas they're sailing through have cloud cover.

Over England, there's a clump of clouds (isn't there always?). Move the COM BOX over these clouds and press the Fire Button. Now push up on the Joystick. The cloud formations move.

As the clouds move, the time on the Game Clock changes. This gives you a "forecast" of when and where rain (grey clouds) or snow (white clouds) are expected. This forecast isn't always accurate: there's a 50% possibility that a new weather system will cross an area every game hour, so frequent forecasts are an important part of battle planning.

To exit the weather forecast, press the Fire Button.

### Pack Ice

Large areas of ice are shown on the Map. The Pack Ice not only blocks sea-going, it will tear your vessel apart if you ram a berg.

### The Destination Cross

Move the COM BOX to a Unit icon, press the Fire Button, and the COM BOX becomes a Destination Cross. Using the Joystick, move the Cross to a destination you want your Unit to head for. From then on, whenever you place the COM BOX on that unit, the Destination Cross appears again. When the Unit reaches its destination (this may take several game hours), the Cross disappears.

Any time you place the COM BOX over a Unit while the Unit is in movement, the Destination Cross will appear at the spot the Unit is heading for.

### Speed

**Air Speed:** Swordfish torpedo planes travel 60 knots per hour.

**High Sea Speed:** Most ships travel at 30 knots per hour.

**Medium Sea Speed:** Older ships and damaged vessels move at 20 knots per hour.

**Slow Sea Speed:** Convoys and severely crippled ships chug along at 15 knots per hour.

### Naval Strength

The British and German sides have different naval strengths. The following chart shows the **Types** of ships in each navy (abbreviated), the **Defense Value** of each ship (how much damage can be inflicted before the ship sinks), the **Gun Power** of each ship (how many big guns are on board), and the **Speed** (high or low) at which each vessel operates.

**NOTE:** When using the Action Screen (illustrated later in the manual), the hits against a vessel appear as percentage points, *not* as **Defense Value** points.

#### Types of Ships

**BB:** Battleship      **CV:** Aircraft Carrier      **CH:** Heavy Cruiser  
**CL:** Light Cruiser      **DD:** Destroyer      **ME:** Merchant

| <u>BRITISH</u>      | <u>TYPE</u> | <u>DEFENSE VALUE</u> | <u>GUNS</u> | <u>SPEED</u> |
|---------------------|-------------|----------------------|-------------|--------------|
| King George V       | BB          | 200                  | 9           | H            |
| Prince of Wales     | BB          | 190                  | 9           | H            |
| Hood                | BB          | 170                  | 10          | H            |
| Rodney              | BB          | 180                  | 13          | H            |
| Renown              | BB          | 150                  | 10          | H            |
| Ark Royal           | CV          | 60                   | 2           | H            |
| Victorious          | CV          | 60                   | 1           | H            |
| Norfolk             | CH          | 60                   | 3           | H            |
| Suffolk             | CH          | 60                   | 3           | H            |
| Dorsetshire         | CH          | 60                   | 3           | H            |
| 2nd Cruiser Squad   | CL          | 30                   | 2           | H            |
| Arethusa            | CL          | 30                   | 2           | H            |
| Birmingham          | CL          | 30                   | 2           | H            |
| Manchester          | CL          | 30                   | 2           | H            |
| 4th Destroyer Flot. | DD          | 15                   | 1           | L            |
| Convoy 1-4          | ME          | 90                   | 1           | L            |

#### GERMAN

|             |    |     |    |   |
|-------------|----|-----|----|---|
| Bismarck    | BB | 255 | 11 | H |
| Prinz Eugen | CH | 75  | 3  | H |

### Air Strength (British & German)

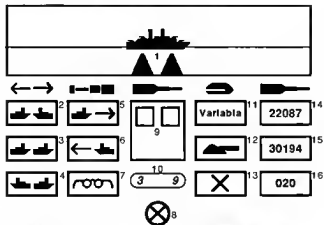
|   |                   |
|---|-------------------|
| Ark Royal Strike Group (Aircraft Carrier):  | 12 Swordfish      |
| Victorious Strike Group (Aircraft Carrier): | 9 Swordfish       |
| Coastal Command (British Air Base):         | 15 Swordfish      |
| Luftwaffe Sea Group (German Air Base):      | 15 Medium Bombers |

### Searching For The Enemy

You can't destroy the enemy if you can't see him! There are three types of search, listed below.

- 1. Daytime:** The possibility of finding a ship depends on the weather, speed, and evasiveness of the pursued.
- 2. Night:** Night pursuit involves the same restrictions as Day pursuit, except the task is made more difficult by the natural restrictions of darkness. You can have no airsearch or airstrikes at night!
- 3. Action Screens:** If your ship or aircraft is equipped with radar, these are accessed from the Action Screens (you can still rely on human vision, as well). If the enemy is within range, he shows up as a blip.

## Action Screen Naval Engagement



1--View: Fore/Aft

2--Close In

3--Maintain Distance

4--Pull Away

5--Visual Fore

6--Visual Aft

7--Identify Sighted  
Vessel

8--Exit Fire Control

9--Gun

10--Hit Against:  
Enemy's  
Yours

11--Variable:  
Fire Control  
Aircraft  
Torpedo

12--Main Gun

13--Escape Battle

14--Distance To Target

15--Gun Arc

16--Gun Bearing

Use Joystick to move the Cursor & the Fire Button to select an option.  
Press X to reactivate the Joystick and select a new option.

RED: deselected YELLOW: selected BLUE: Joystick is at an option

Hold down the Fire Button while the COM BOX is on a Unit and you enter an Action Screen for that Unit. The Action Screen gives you a viewpoint from the ship itself.

Use the Joystick to select the different Action Screen options (View Fore/Aft; Main Gun, etc.). All options are red when inactive; blue when the Joystick is moved to them; and yellow when you press the Fire Button to select them. If you want to change a selected option, press X to reactivate the Joystick.

**IMPORTANT:** Some ships don't have every option. Also, certain options won't be available during certain combat conditions (repulsing an air attack, for example).

1. **View Point:** This gives you a visual of your guns; the water; ships and planes; and whether you're sailing under day or night conditions. You have a choice of Fore or Aft views (see 5 and 6).

**NOTE:** You can tell if your ship is pointing Port (Left) or Starboard (Right) by looking at the "Gun Bearing" (see 16). If you're facing Fore and the colour in the "Gun Bearing" box is red, you're heading to Port; if the colour is green, then you're heading to Starboard. If you're looking Astern (behind you), the colours are reversed: green shows Port and red shows Starboard. It's all quite nautical and may take some getting used to.

2. **Close In:** You are closing on another vessel.
3. **Maintain Distance:** You are maintaining a constant distance from another vessel.
4. **Pull Away:** You are pulling away from another vessel.
5. **Fore:** You are looking ahead.
6. **Aft:** You are looking behind.
7. **Identify Sighted Vessel:** This gives you the name of the vessel you're looking at. Press the Fire Button on this selection and wait while the computer cycles through all the ships' names. When the vessel is identified, the word IDENTIFIED is displayed on the screen.
8. **Exit Fire Control:** This lets you exit the Fire Control selection (see 11).

9. **Gun:** This shows which gun is firing, the left or the right. When the light is green, the barrel is loaded; when it's red, the barrel is empty. When the light is flashing green, the barrel is loaded and being raised to firing position.

10. **Hits Against:** This shows how many hits the enemy ship has taken (Left), or how many it's inflicted on you (Right).

**NOTE:** Hits against a vessel appear as percentage points; 99% and it's all over but the shouting.

11. **Variable:** There are three possible icons which can appear here, depending on the ship you're commanding.

a) **Battleship—Fire Extinguisher.** This lets you dispatch Fire Control units to blazing areas. These areas are shown on your *Ship's Plan* which is located on the same screen as your Action Screen options. The Fire Control unit is white. Use the Joystick and Fire Button to arrive at and extinguish fires. To exit this option, use "Exit Fire Control" (see 8, above).

b) **Carrier—Aircraft.** This lets you launch an air strike (eight Swordfish torpedo planes) against the enemy.

c) **Cruiser/Destroyer—Torpedo.** This lets you launch torpedoes against the enemy.

12. **Main Gun:** This switches on your guns. You elevate each barrel individually, using the Joystick. If you find you're dead on target (see 15), hold down the Fire Button; the guns will alternate, but fire continuously on the same arc and bearing; the enemy receives the withering might of your marksmanship. If you're under air attack, the Main Gun becomes an Anti-Aircraft weapon.

**NOTE:** One barrel is empty while the other is loaded so you can only fire one gun at a time.

**Joystick Control:** Use the Joystick to elevate the barrels and to turn the gun turret Left or Right.

13. **Escape:** This lets you escape certain engagements. Basically, if you started the fight, you can disengage; if the enemy picked on you first, you'll have to fight to the last—escape is impossible!

14. **Distance to Target:** This shows target range in yards.

15. **Gun Arc:** This shows the elevation of your gun to give you an idea of how much a shell will arc when it's heading for the target. To score a direct hit, make the Gun Arc numbers match the Distance to Target numbers before firing.

16. **Gun Bearing:** This shows which direction (Port or Starboard) and by how many degrees your guns are pointing. It also shows the direction you're sailing in; red shows Port; green shows Starboard. If you're looking astern (behind you), the colours are reversed: green shows Port and red shows Starboard.

### Radar Screen

Radar range is about 40,000 yards. The screen features the familiar rotating sweep line (green colour). If ships are in a certain area, their "presence" will be shown by a green dot after the radar line sweeps past them. It's up to you to find out if these ships are friend or foe (see 7 above).

**NOTE:** Not all vessels feature Radar Screens. Some feature a Ship's Plan instead.

### Ship's Plan

The Ship's Plan is a rather large icon at the bottom of the screen denoting either Battleships or Carriers. If you're commanding a Battleship, the Ship's Plan will show where fires have started and where your Fire Control unit is. If you're commanding a Carrier, you can see how many planes are on board and watch them take off for maneuvers.

### Ship's Plan Abbreviations:

- S—Shell Rooms (any fire here can lead to an explosion);
- M—Magazines (any fire here can lead to an explosion);
- E—Engine Rooms (damage here slows down the ship);
- B—Boiler Rooms (damage here slows the ship or can lead to an explosion).

**NOTE:** Not all vessels feature a Ship's Plan. Some feature *Radar Screens* instead.

## Game Over

Once you've finished a STANDARD game, the computer shows your Score, Victory/Defeat, and Ships Sunk. If you're not playing a STANDARD game, you won't get these stats.

### German Victory

- The Bismarck reaches the Southern Map edge without sustaining more than 50% damage.
- The Bismarck reaches Brest after sinking at least one British Battleship, Aircraft Carrier, or Convoy.

### British Victory

- The Bismarck is sunk.
- The Bismarck reaches Brest without sinking any British units.
- The game ends before the Bismarck reaches the Southern Map edge.

## Carrier-Based Airstrike

If you find the enemy within the reach of your carrier planes, you may launch an airstrike (select the Plane icon on the Action Screen or select the Swordfish Attack option at the beginning of the game)! The attack must take place in daylight. The number of aircraft reaching the target depends on the weather and, more potently, the accuracy of the anti-aircraft fire. For more information on the Carrier-Based Airstrike, read *Action Screen Swordfish Attack*.

**NOTE:** You cannot launch two consecutive strikes from the same carrier. At least 8 game hours must pass before a carrier's planes and pilots are ready to re-engage (1 game hour = about 5 real-time seconds).

## Action Screen Swordfish Attack

The carrier-based craft are Swordfish torpedo planes (select the Plane icon on the Action Screen or select the Swordfish Attack option at the beginning of the game).

Your Swordfish's top speed is 100 knots, but to drop your torpedo, speed must be cut (making you an enticing entree for the Germans' Anti-Aircraft salvos). Approach the target, dive to a good level, drop your "fish," then climb! If you fly *too* low, you'll wind up in the drink. And don't forget, the Bismarck will try desperately to blow you into the sea.

Once in the water, the torpedo runs 1200 yards before (hopefully) arming itself. The torpedo's maximum range is 10,000 yds with a speed of from 20 to 32 knots. If you hit the target in the rudder or props (as originally happened to the Bismarck), then you'll slow her considerably and may even stop her in the water.

**NOTE:** Despite the immense size of the Bismarck, hitting her with a torpedo is not simple. For best results, make sure the Bismarck is at her largest size (meaning you're very close to her and her Anti-Aircraft batteries). The crosshairs of your sights have to be right on the ship. If the crosshairs "flash," you're dead on target. Drop the fish!

### The Cockpit

When you see the flashing words PILOT 1 (or PILOT 2, PILOT 3, etc.) across your windshield, press the Fire Button to let that pilot attack.

The two cockpit indicators show Speed (the dial on the left) and Altitude (the one on the right). Both Speed and Altitude are controlled via the Joystick: pulling back causes the Swordfish to ascend and slow; pushing forward causes it to descend and accelerate.

The best indicator settings for a torpedo attack are to have Speed show at about 10:00 (there are no numbers so you'll have to estimate) and have the Altitude indicator just above the black.

## BISMARCK Under Swordfish Attack

If you're playing the German side, you'll want to fend off the Swordfish attacks (there's no telling when you'll be met by enemy torpedo planes during the STANDARD GAME; however, if you can't wait, you can choose to be attacked by Swordfish by selecting this option at the very beginning of the game).

Use your anti-aircraft guns to knock the Swordfish out. If an enemy torpedo reaches you, there's about a 40% chance that fires will result from the damage (and these fires love to spread).

**GOOD LUCK AND GOOD HUNTING!**



# **Bismarck-The North Sea Chase**

## **Addendum for Atari 8-Bit Computers**

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Addendum by Thomas J. Clement

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### **Important**

Most of the Bismarck Manual is pertinent to the Atari, however some details are different. Please read this addendum carefully.

### **Making the Atari Seaworthy**

**1** Turn off the computer and connect a Joystick. **2** Turn on the tv or monitor, insert the game disk, and close the drive door. **3** Turn on the computer; the game loads. **4** Press the Joystick Firebutton to enter the Game Options Screen.

### **Keyboard & Joystick Control**

There's only one Keyboard command for the Atari Bismarck: **X**. Pressing **X** lets you exit the gun mode to use other battleship controls during a naval engagement. Other than that, the whole game is played via a Joystick.

### **Quit Game & Save Game**

When you quit the game, you're returned to the Game Options Screen (Note: there is no Select Options Screen on the Atari).

You can only save one game to disk. If you want to save another game, it is saved over the previous saved game.

### **The COM BOX**

No white dots appear on any Units when you place the COM BOX over them. This is different from what the manual says.

## Map Screen

A game hour equals about 5 real-time seconds in fast mode, 11 seconds in medium mode, and 18 seconds in slow.

A few of the Atan Map icons differ from the manual. Bismarck has no icon of its own; instead, it uses the same icon as other battleships. The cruiser and light cruiser have the following icons:



Cruiser



Light  
Cruiser

## Destination Cross

You can tell if a Unit has reached its destination because the Cross appears on top of the Unit when the COM BOX is placed over that Unit. This is the opposite of how the manual explains it.

## Action Screen Naval Engagement

- When you select an option, it becomes black. Press the firebutton to use a selected option.
- You don't need to press X to move from one option to another; instead, move the Joystick to highlight an option and press the Firebutton to use it. To move to another option, just repeat the procedure. The only time you need to press X is to exit the gun option.
- Port and Starboard are not shown with arrows as described in the docs. Instead, if you're facing Fore, a plus sign (+) signifies Port; a minus sign (-) signifies Starboard; if you're facing Aft, this is reversed.
- The gun icon (the large box located in the center of the options) has two barrel-status boxes that become black when the barrels are loaded and clear when the barrels are empty.
- The Fire Control icon is an F with a bit of flame next to it.

## Radar Screen

The sweep line and blip on the Radar Screen are light blue.

## Swordfish Attack

To hit the Bismarck, your plane's crosshair sight must be on the *bottom* of the Bismarck. Also, the light in the center of the cockpit control panel goes from black to blue to show you're on target.